NES-T5-USA ★

THUNDERBIRDS™

Player's Guide

Thunderbirds™

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3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
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Send to:

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Getting Started

1. With your game system and TV or monitor off, insert the *Thunderbirds* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Watch the game's opening sequence and at the title screen press **Start**.

   If you want to skip the opening sequence, press **Start**. To speed up any of the sequences where the TBirds talk to each other, press **A**.
3. At the selection screen, press either the **up** or **down** arrow keys on the control pad to select either **Start** or **Continue**. Press **Start** again to begin the game.
4. The game can be paused in mid-play by pressing **Start**.

   If you want to take a longer break by turning off your machine, and later picking up where you left off, keep playing until you reach the Password screen. In the lower right corner of that screen you'll find the word number code. Write it down. When you come back, choose **Continue** on the selection screen, press **Start**, and then enter the Password using the **A** and **B** keys and the left and right arrow keys on the control pad—then press **Start** again.

The Controls!

Fly your Thunderbirds with your control pad. They always soar forward, but they gather speed when you push the **up arrow** and slow when you push **down.** Right, left, and diagonal course adjustments follow your control pad motion.

To fire, press **A.**

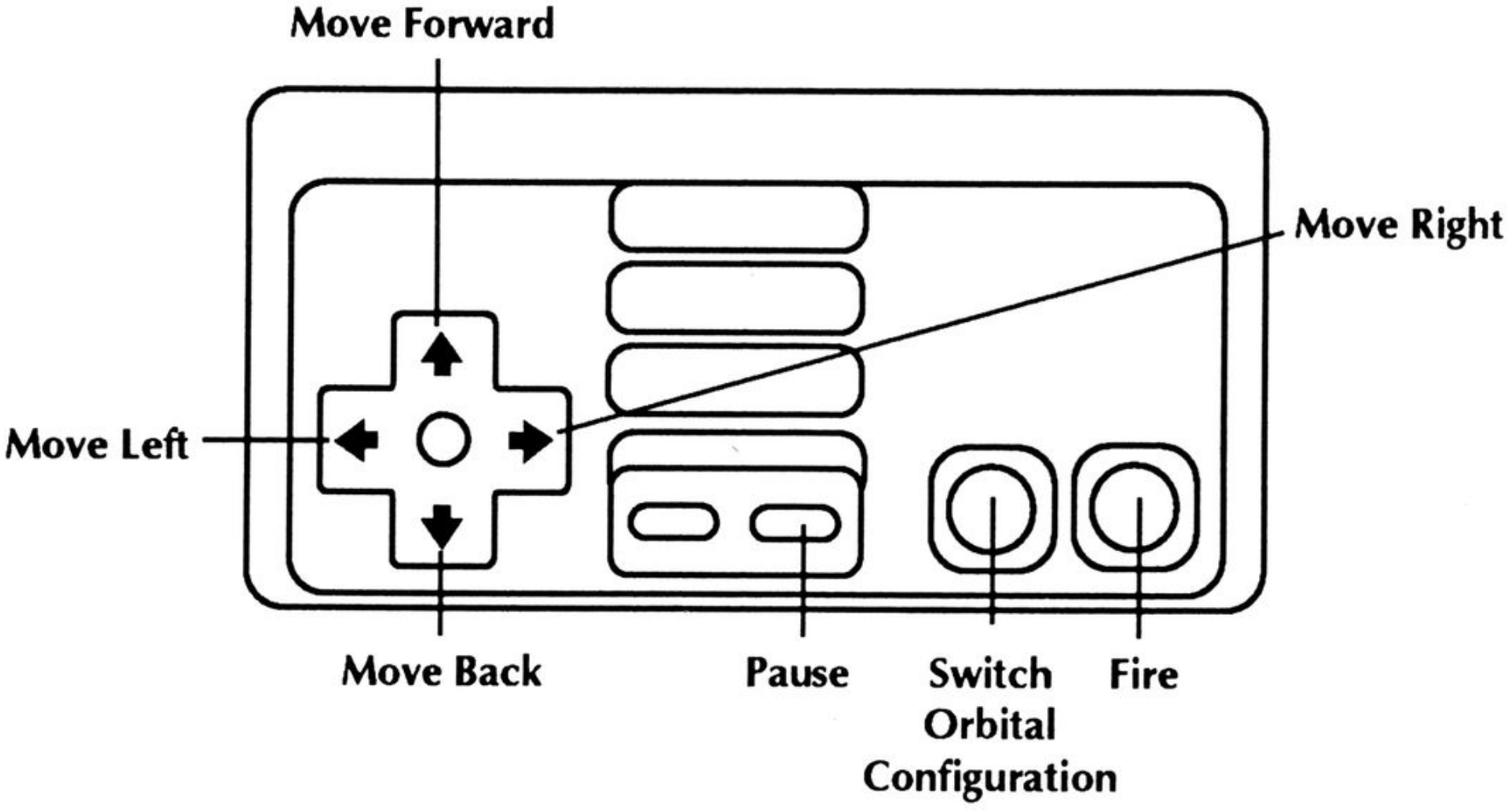
To choose and use one of the **Orbital Device Configurations** (see **The Weapons!** on page 16), press **B.**

At the bottom of your screen you'll find vital information—

Standard Info Bar

- **Life Points**
- **Orbital Device Configuration in Use**
- **Orbital Device Configurations Available for Use**

Control Pad


Move Forward
Move Right
Move Left
Move Back
Pause
Switch Orbital Configuration
Fire

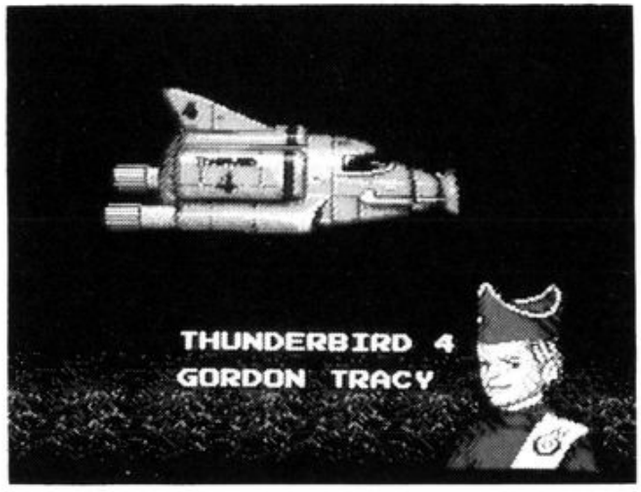
The Thunderbirds!

The Thunderbirds team is led by JEFF TRACY, Father of the five Thunderbirds pilots:

Jeff Tracy

Alan Tracy

Gordon Tracy



John Tracy

Scott Tracy

Virgil Tracy

Aided by the genius of DOCTOR BRAIN, they scour the world to block the plots of the alien mastermind known only as...HOOD.

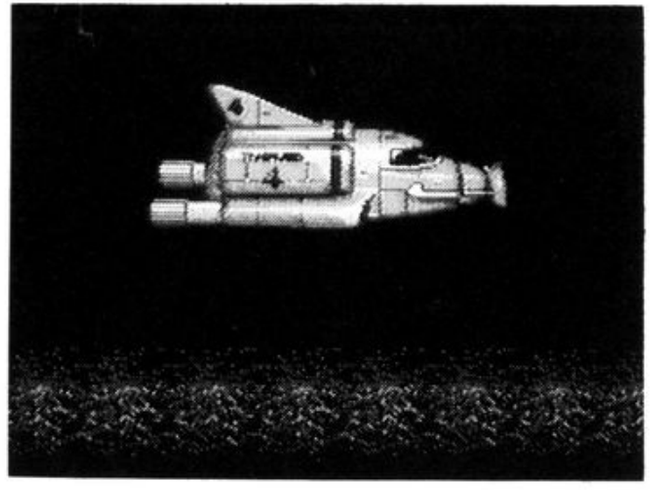
Doctor Brain

Hood

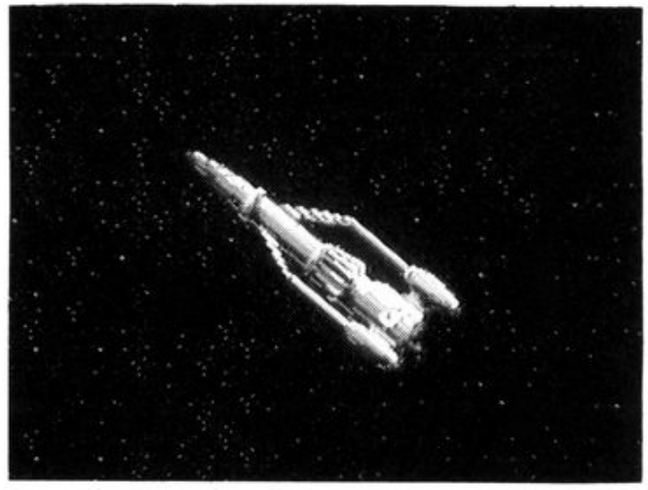
The Ships!

The Thunderbirds have five super-scientific ships:

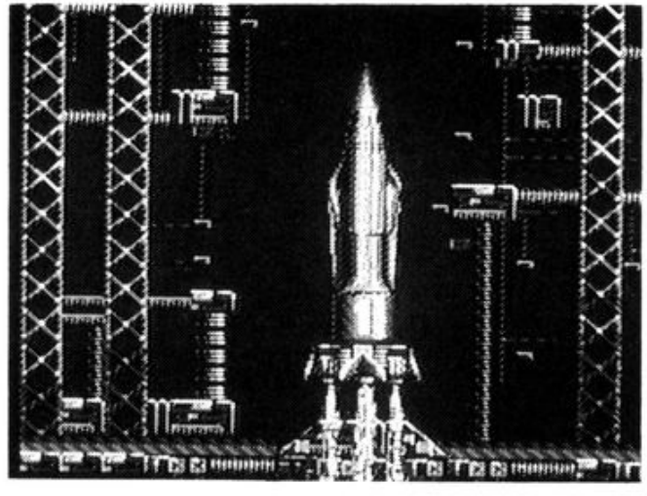
The Laser Car



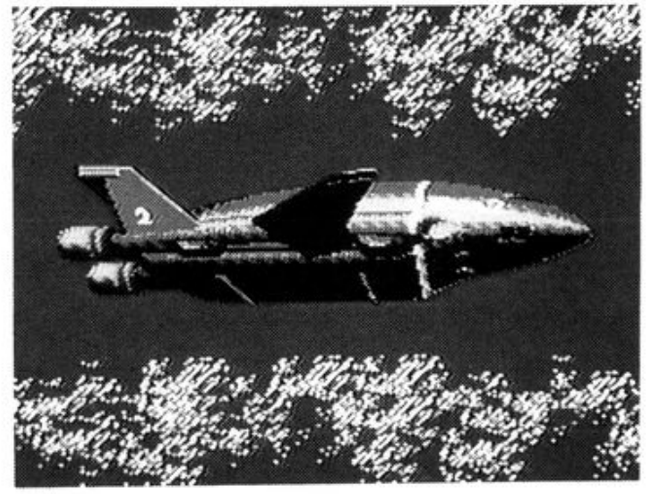
The Mole



The Mach 20 Rocket



The Neptune Hydro-Turbojet



The Firefly Atomic Plane

The Threat!

Each of the pilots has been assigned a particular ship, but only DR. BRAIN can visualize the global extent of HOOD's plans—and even he can't comprehend the full dimensions of the scheme. But as DR. BRAIN determines the targets of HOOD's attacks, he'll mark them on a world map in yellow. When you choose to take on a site, the marker will change to a blue triangle. When a site has been neutralized, it turns pink.

Due to the massive nature of HOOD's threat, it will take him 60 days to ready his power source. But that doesn't help the TBirds much, since a TBird ship damaged in an attack can take 3 days to repair, and there's no guarantee that DR. BRAIN can determine all the places the TBirds will need to attack when he first evaluates HOOD's scheme. So there's no time to waste!

NOTE: If you want to speed up the sequences where the TBirds talk to each other, press **A**. To skip the sequences altogether, press **Start**.

The Weapons!

When the TBirds try to head off HOOD's plans, they'll face an awesome arsenal of weaponry, ranging from futuristic space vehicles to mutant sea monsters, and everything in between. Fortunately, the arcane processes used by HOOD to create some of these weapons leave energy sources the TBirds can use, once they destroy those weapons. These energy sources and their symbols are as follows:

L—Life Point. Capture one and a TBird gains an extra Life, up to his maximum.

E—Energy Point. The first one captured doubles a TBird's firepower, and the second triples it.

O—Orbital Device. Each one captured allows the TBird to use an extra source of firepower, which orbits near his ship.

But the Orbital Devices are useless without Orbital Device Configurations. Two of the Configurations, **Fire Forward** and **Fire Backward**, have been synthesized by DR. BRAIN and are available from the first day in combat, but the other three are the most heavily-guarded of HOOD's weapons. They must be captured separately—usually after every other weapon at the battle scene has been destroyed.

There are five Orbital Device Configurations—

- **Fire Forward**
- **Fire Backward**
- **Fire in a Circle Around the Ship**
- **Fire Forward-Diagonal**
- **Fire Sideways**

Up to two **O's** can be configured for use at any one time. If a TBird is knocked out of combat, he loses any **O**'s he's gained, though the Orbital Device Configurations he's captured remain available for use with future **O**'s.

Every time a TBird takes a hit, he loses one **Life Point** and one **Energy Point.**

Go get 'em, THUNDERBIRDS!!

The Strategy

- Try different routes in different battlezones. Some may be easier than others.
- The most useful of the Orbital Device Configurations is **Forward-Diagonal**, because it gives you a broader pattern of fire. It's at the end of the third battlezone, near China.
- Write down your Password occasionally. That way, even if you run out of time, you can go back to an earlier time to practice that level.

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